

Digital Storytelling Manual

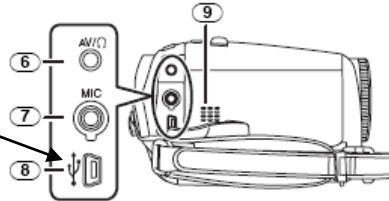
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Using Stop Motion Pro To Produce Student Moving Pictures

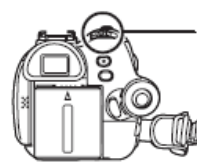
Setting Up The Computer And Camera

- Step 1. Attach the Video Camera to the tripod, and then attach the camera to the computer through the USB port. This is found on the right hand side of the Panasonic Cameras, and use the front USB port on the computer.



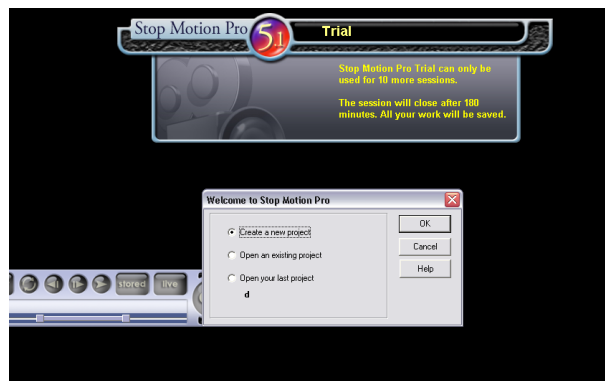
- Step 2. Make sure that the video camera is on Recording Mode, and then turn the camera on.

- Step 3. Turn the computer on.



Using Stop Motion Pro

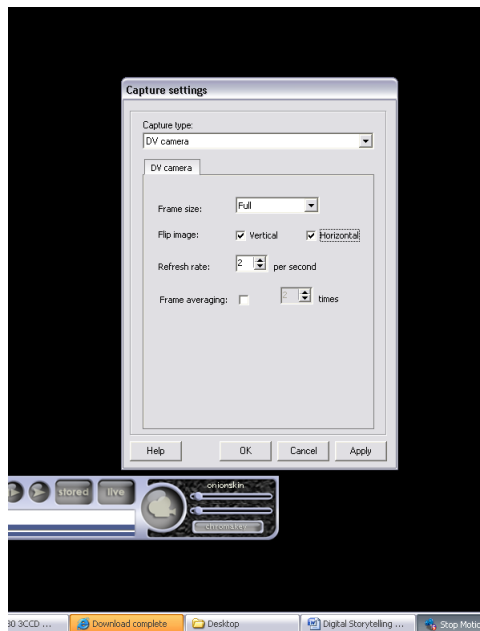
- Step 1. Once you have opened SMP (Stop Motion Pro), the following screen will show.



Select one of the three options and click OK. Then type the name of the new project or select the project that you will be continuing with.

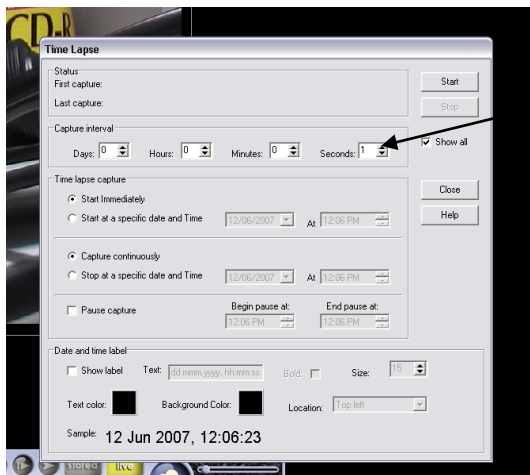
Step 2. Select the DV Camera option, and also ensure that the Vertical and Horizontal options are selected. When the camera is set up opposite where the student is drawing, these options will turn the cameras picture to look like it is directly above the student.

Once you have made your selections, click on Apply, and you should see a picture from the camera. At this point, click OK.



Step 3. You now need to set the software to begin taking photos automatically of the students drawing. To do this, left click on Tools/Time-lapse.



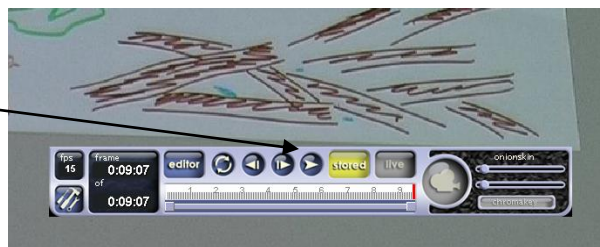


In the Time-Lapse menu, select how often you would like the computer to take a photo. For a student who is a fast drawer, I would suggest that it should be set to 1 second. For a slower drawer, it should be ok at 2 seconds.

Once the student is ready to draw, press start.

When they have finished, or need to stop for a break, press stop.

To preview the students work, click on Stored Photos, and then press play.



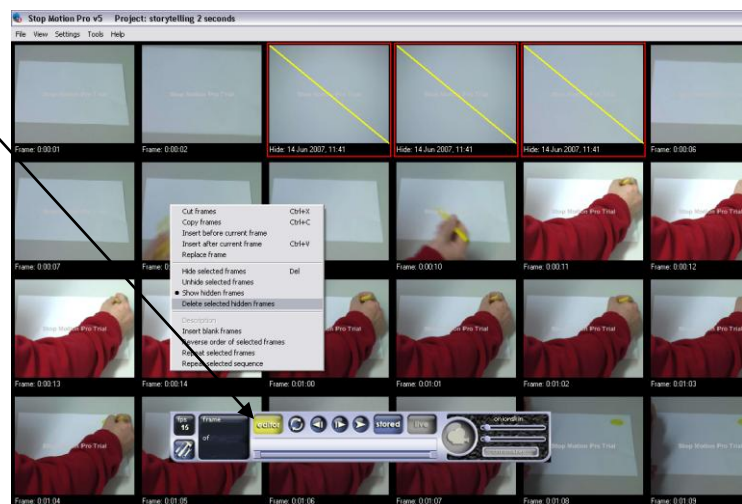
Editing Stories In SMP Before Exporting

Once a drawing has been completed, it is important to edit it, by deleting photos that are not required, and adding photos of you require a certain frame to go for a longer period of time.

Deleting a photo – Click on the Editor button.

Select the photos that you would like to delete, and then click delete. Those frames will still be seen, but have a yellow line through them.

Now, right click, and select, '*Delete Selected Hidden Frames*'. These frames will now be deleted.



This is a good way of taking out page turns, or photos that may have gone blurry.

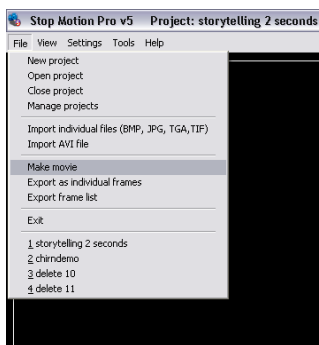


Adding A Photo – Select the photo that you would like to copy, right-click on it, and select the option ‘repeat selected frames’.

Select how many times you would like the photo repeated, and press OK.

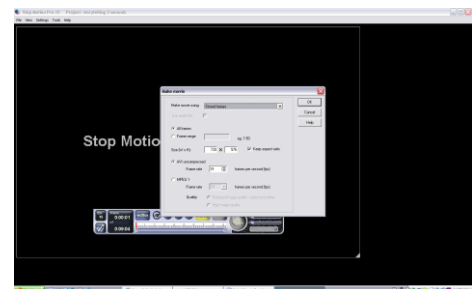


Saving The SMP File As A Video For Windows Movie Maker



1. Click on File/Make Movie

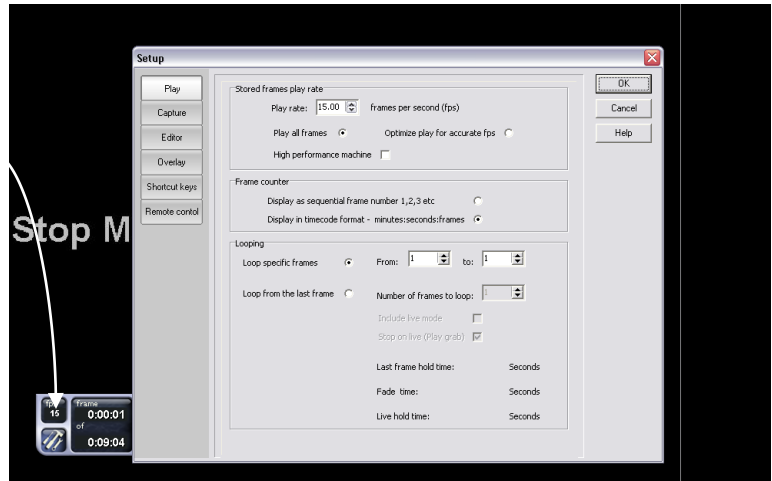
2. You shouldn't have to make any changes to this screen. The one problem that you may have, is if the file is too big. SMP will only export a certain number of photos. If this is a problem, in the frame range section of this box, select photos '1-1000'. Then re-do this process, and select photos 1001-your last photo.



3. You will then need to change the name of the file, and choose where it should be saved.

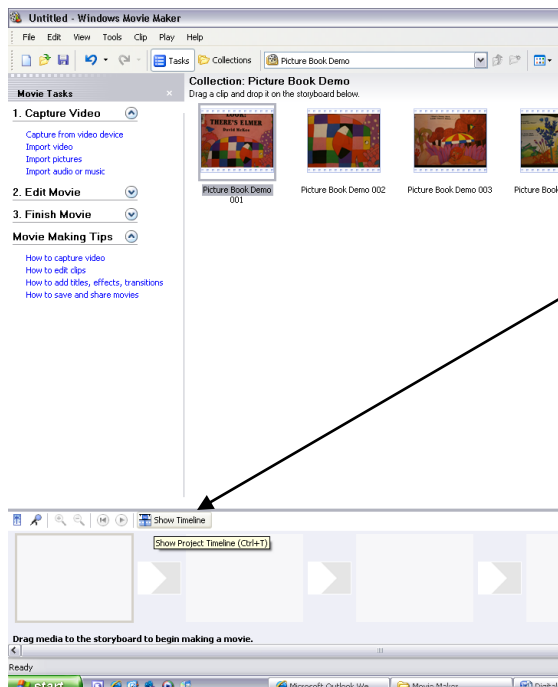
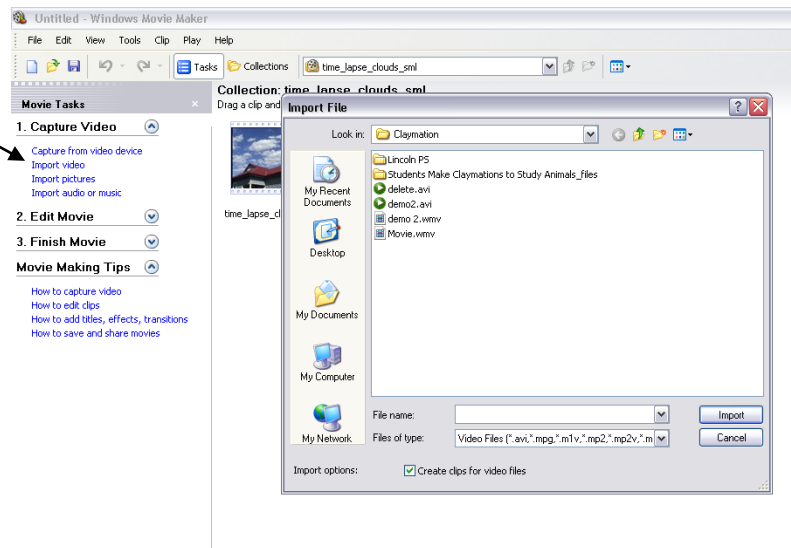
Possible Problems In SMP

- If the camera appears to be going out of focus before the student begins, it is due to the camera not being able to focus on the white paper. Have the student put their hand on the paper to allow it to focus.
- Saving a Project – SMP will always automatically save students work. You do not have to press save before exiting the software.
- If you would like to change any setting, you need to select the 'Settings Tool'.
- *Changing the Play rate will speed up or slow down the movie. 15 means fifteen photos per second.*



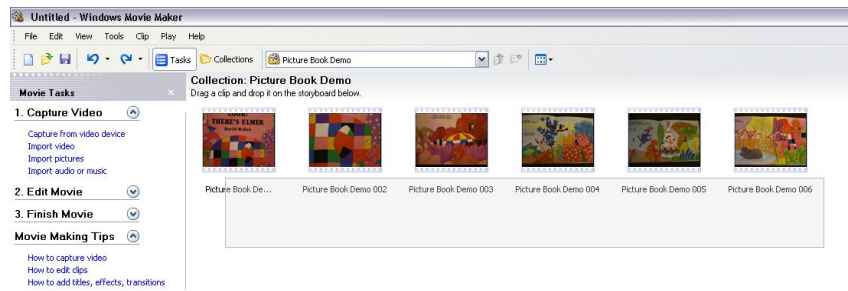
Using Windows Movie Maker To Add Titles and Credits

1. Open Microsoft Movie Maker, and select 'Import Video'.
2. Go to where you saved the SMP Make Movie Export, select it a

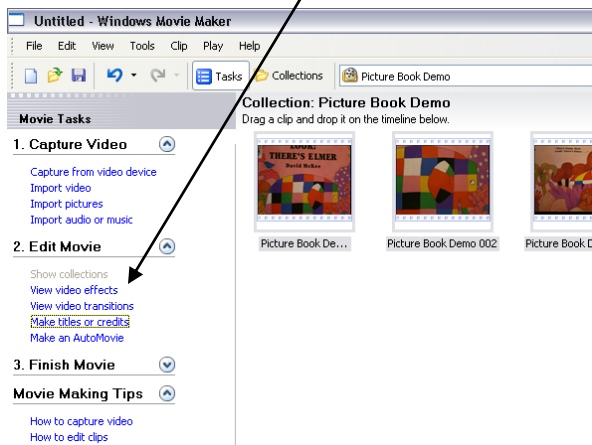


3. Click on Show Timeline

4. Select all imported files from your SMP project, and drag them onto the Timeline at the bottom of the page.



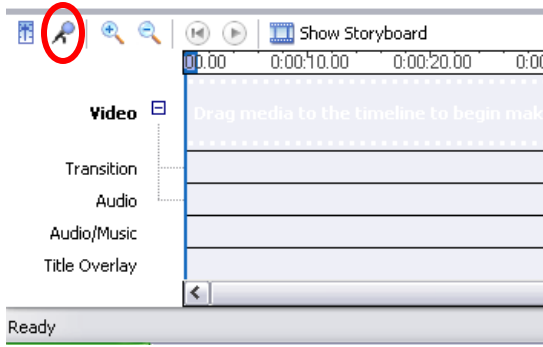
5. Click on 'Edit Movie', and then select make Titles or Credits.



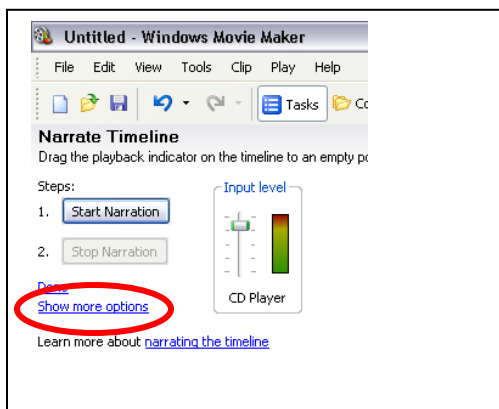
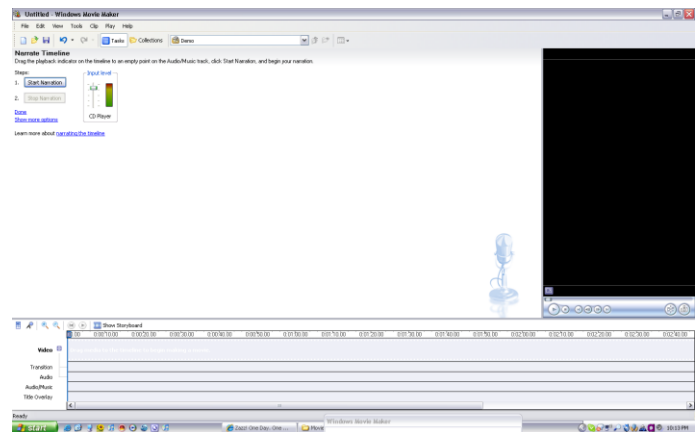
6. Once you are in the Titles or Credits page, you can type your title in, change the colour of the background, font type, or the animation that is being used.
7. You will need to do this process for each individual Title or Credit you are outing in the movie.

Adding Voiceovers


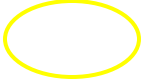

Once the students have inserted the titles and credits, they then need to record their story onto the movie.

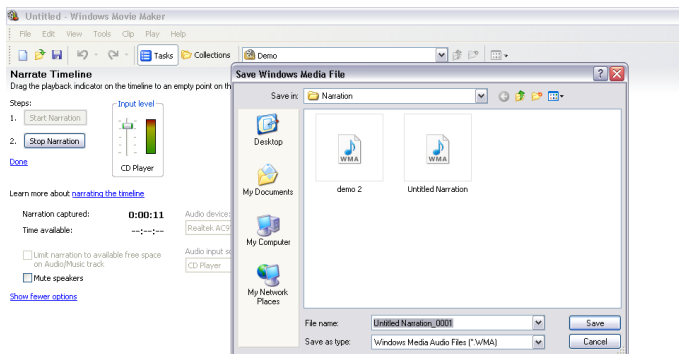
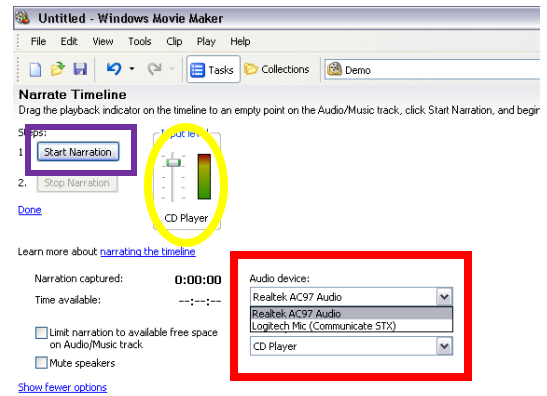


1. Click on the picture of the microphone, and the following page will come up.



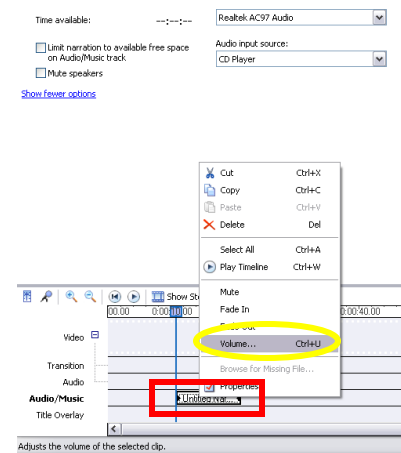
2. Click on Show more options to ensure that the microphone is working.

3. You now need to select the audio device that you will be Recording with. In this case, you will select Rode Microphone. 
4. If the Rode Microphone is not listed, then check all connections. Now speak into the microphone, and check whether it is working. 
5. Select where on the timeline you would like to record, but remember that it can be moved later on. And then press start narration. 
6. Press Stop Narration when the students has finished recording.

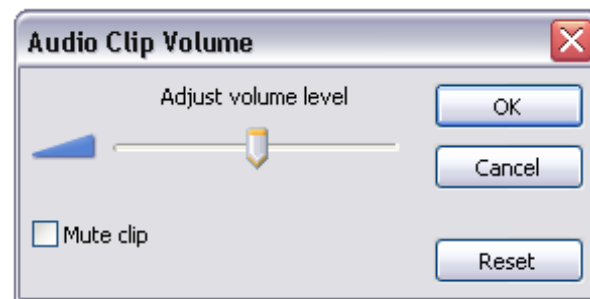


8. At this point, a save Windows Media File box will pop up. If you are not happy with the recording, choose not to save it by pressing cancel. If you are happy with, type in a file name, and save it to the folder that the student is working from.

7. Once you have recorded your story, you need to check if the volume levels are correct. To do this, right click on the audio that you have recorded, and then select volume.

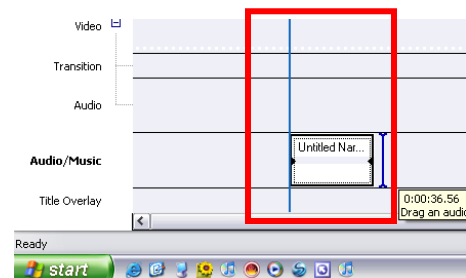


9. Once you have recorded your story, you need to check if the volume levels are correct. To do this, right click on the audio that you have recorded, and then select volume.



10. Moving the track – To move the track to where you want it to be, click on it, and drag it sideways to where it should be.

11. Splitting a track – This will come in handy when you have recorded a long passage, that you need the beginning of to be in one place, but the second part of it to be somewhere else. Place the cursor on the part of the track that you would like to split in two.

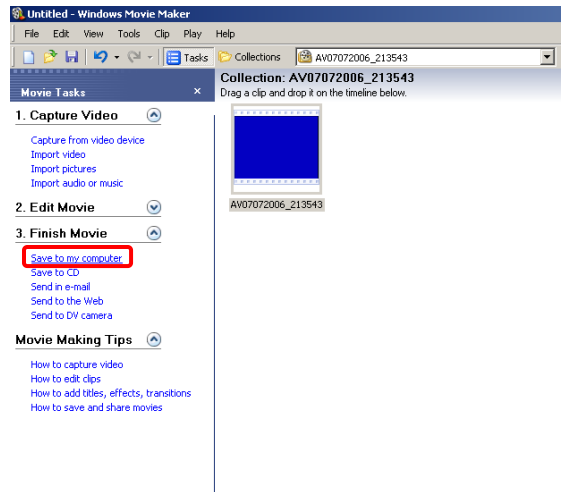


12. Click on the Split Tool, and the track will now be split in two. You can now move the track in two directions.



Saving Student Work

There are two methods of saving student work, and it is important that both are always used. One of them is to save the work as a Movie Maker file so that you can edit it further at a later date, and the other is saving it as a Video file so that it can be viewed as a movie.



Method 1 – Export as a Video File

Select Save to my computer

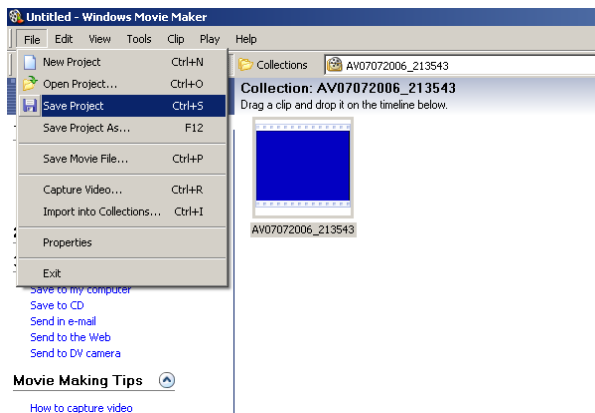
Enter the movie title and where you would like to save it.

Select the quality of the recording you would like, and then click on next.

Method Two – Saving Entire Project

Select File/Save Project

Then name the file and save it in the folder that you wish to save it in.



Using Photostory 3 To Make Picture Books Into Movies



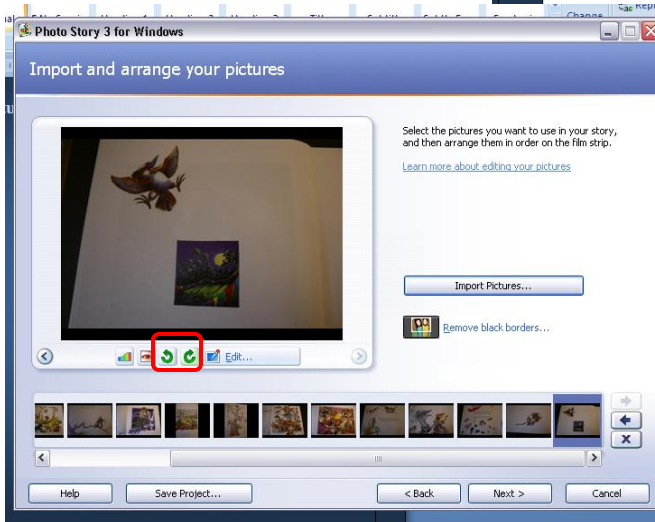
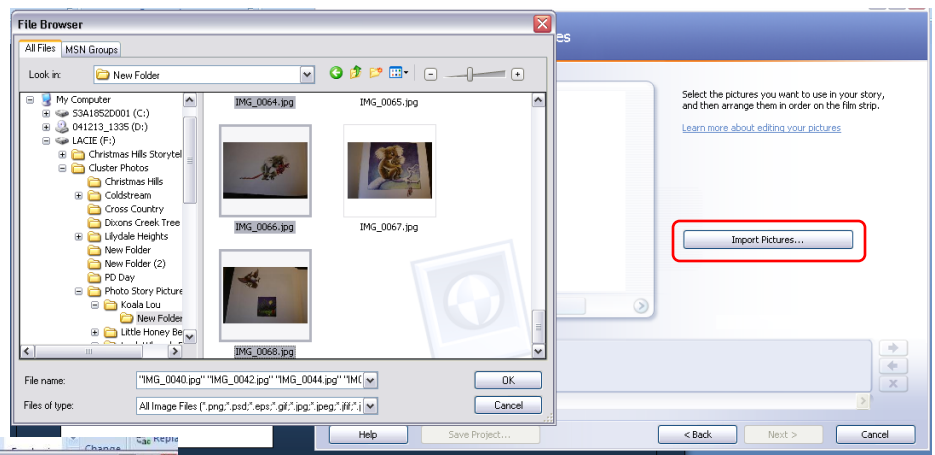
1. Open Photo Story 3

Select 'Begin New Story'

Now click on Next

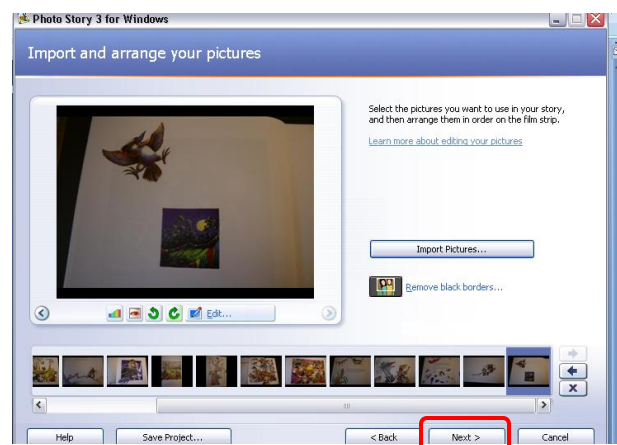
2. Click on 'Import Pictures'

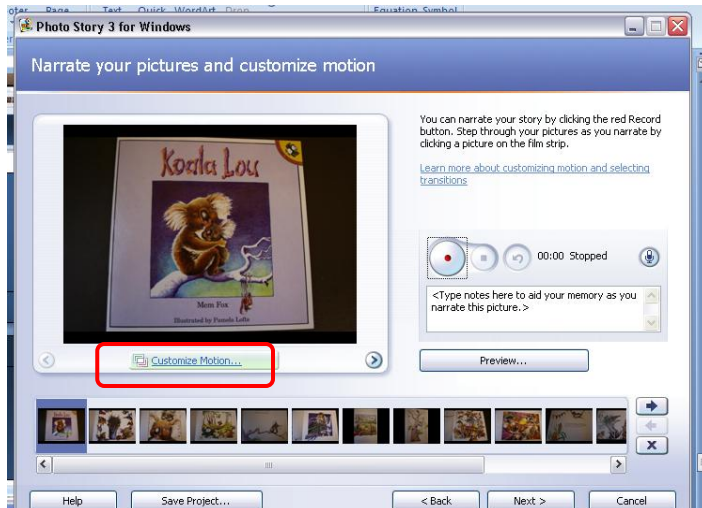
Then select the photos that you would like to import.



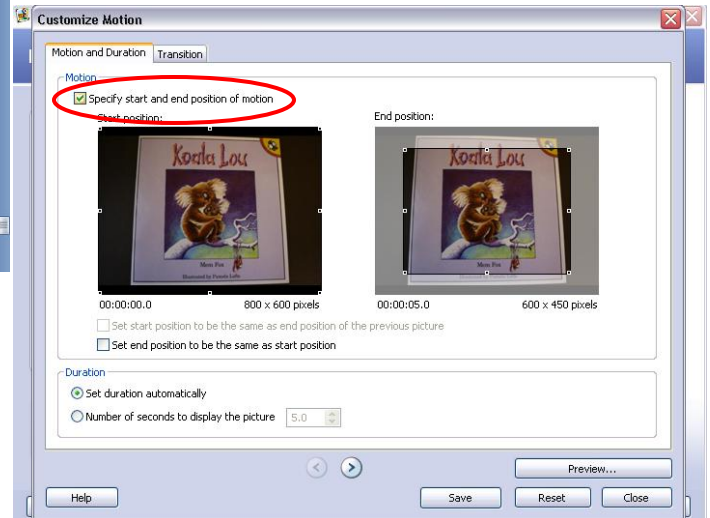
3. If any of the photos orientation needs to be changed, select one of the buttons in red.

Navigate to the next page using the next button





4. Select Custom Motion



5. Tick the box 'Specify start and end position of motion.'

Start position:



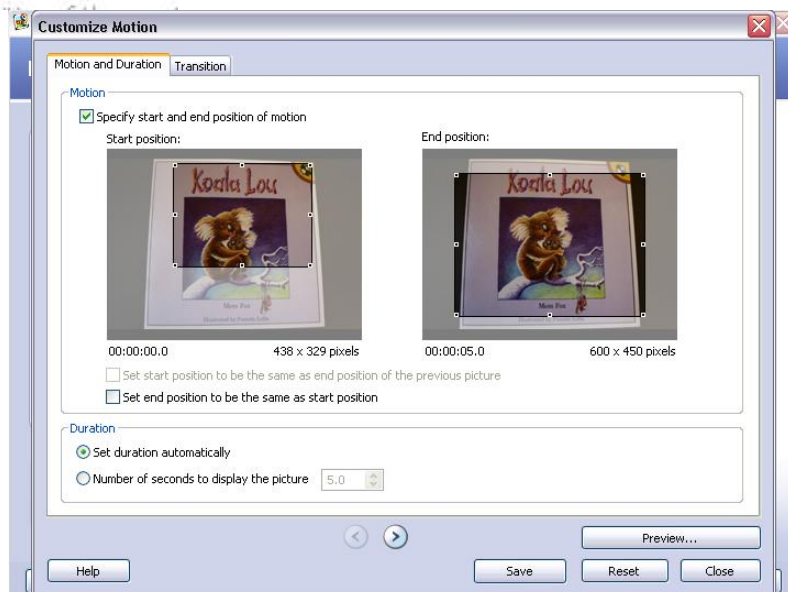
End

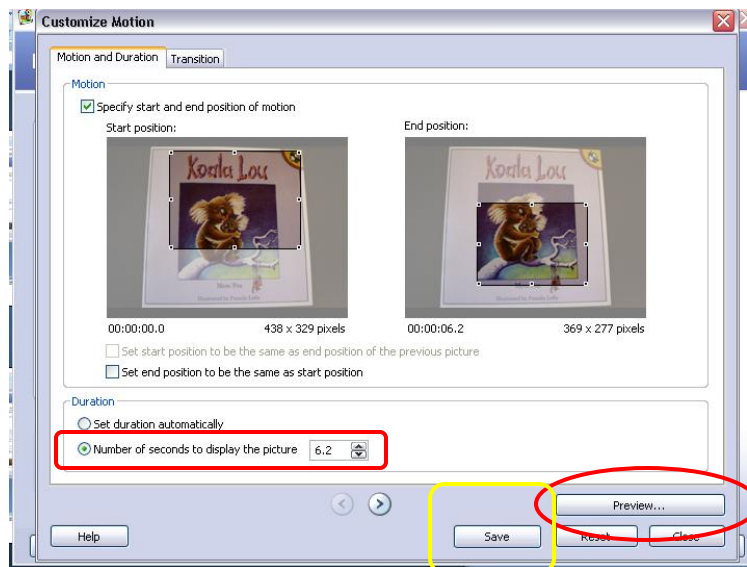


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6. Select the small boxes, and drag them to make a smaller box.

7. Move the box to the start position, and then do the same for the end position. This movement, should show that the student comprehends the page in question.



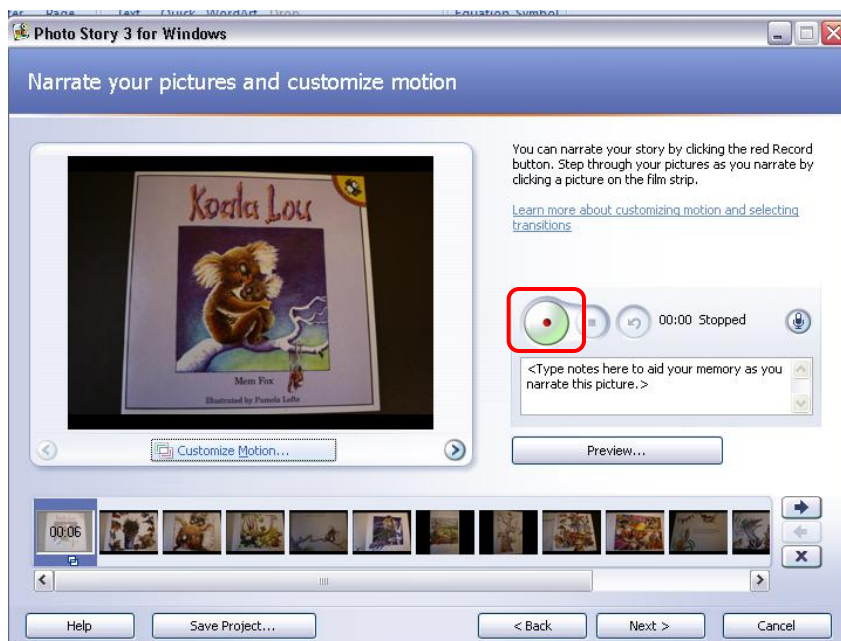
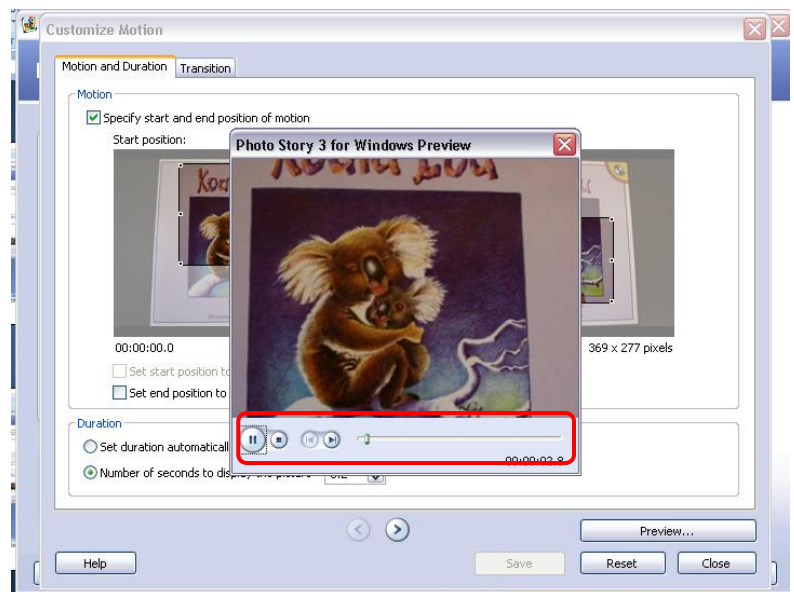


8. You can change how long the slide goes for by selecting 'number of seconds to display the picture.'

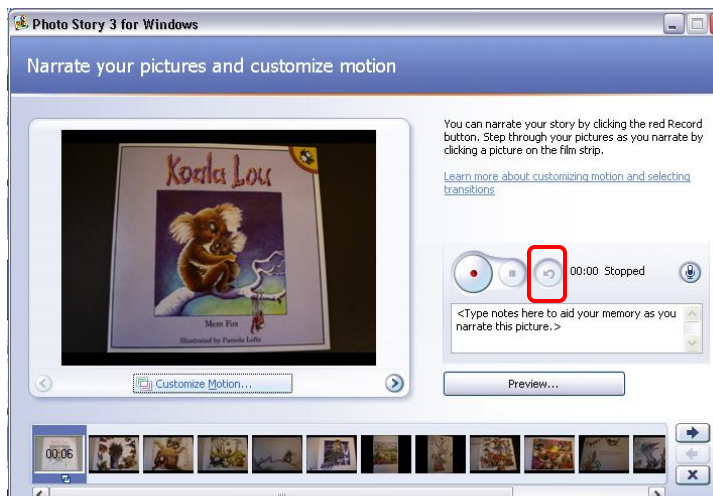
9. Use the 'Preview' button to look at what you have set up.

10. Click 'Save' to keep your changes.

11. Press play to watch the preview.

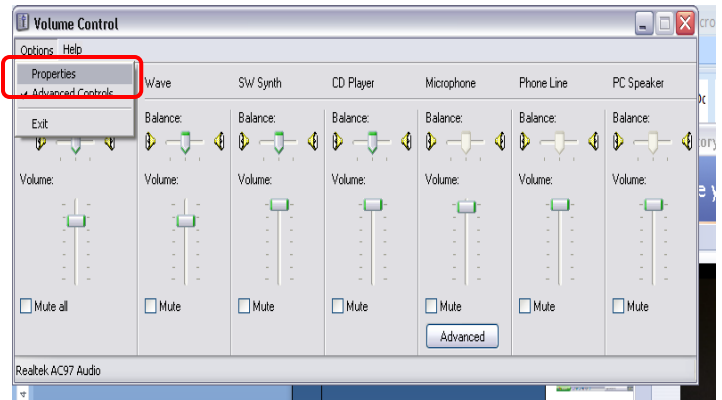


12. Use this button to record students voices.

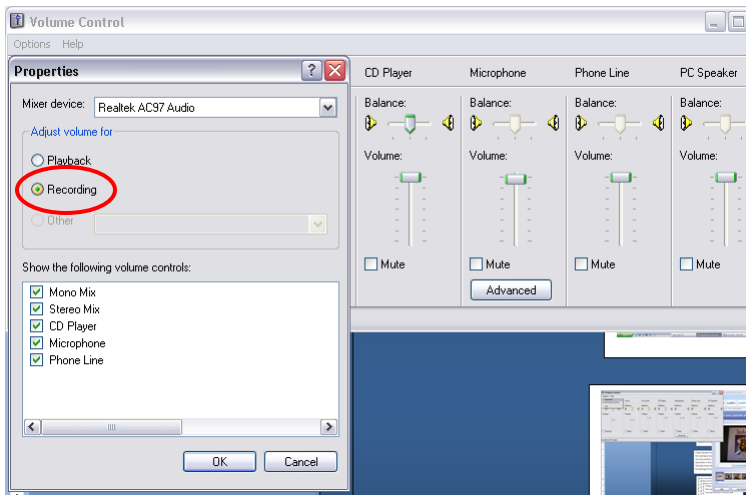


13. This will delete the recording for whichever picture you have selected.

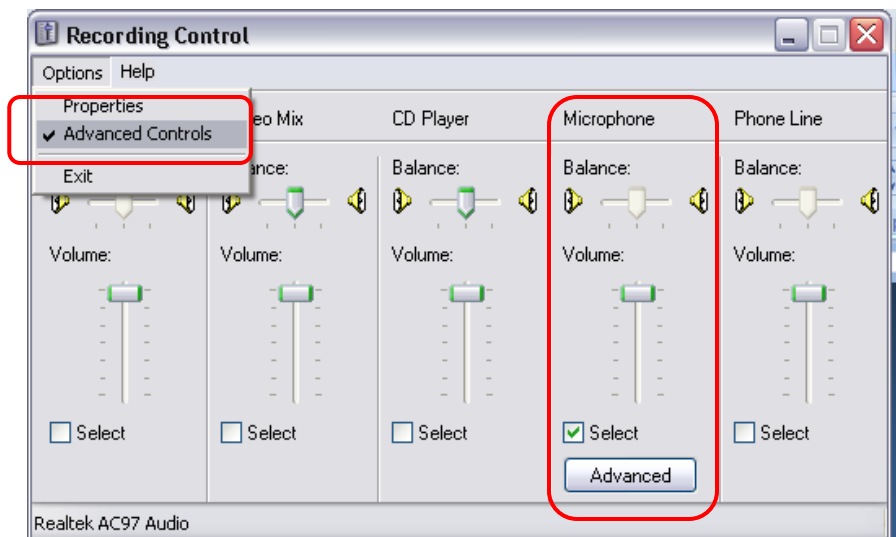
14. If the recording didn't work, open your sound settings, and click on the property button.

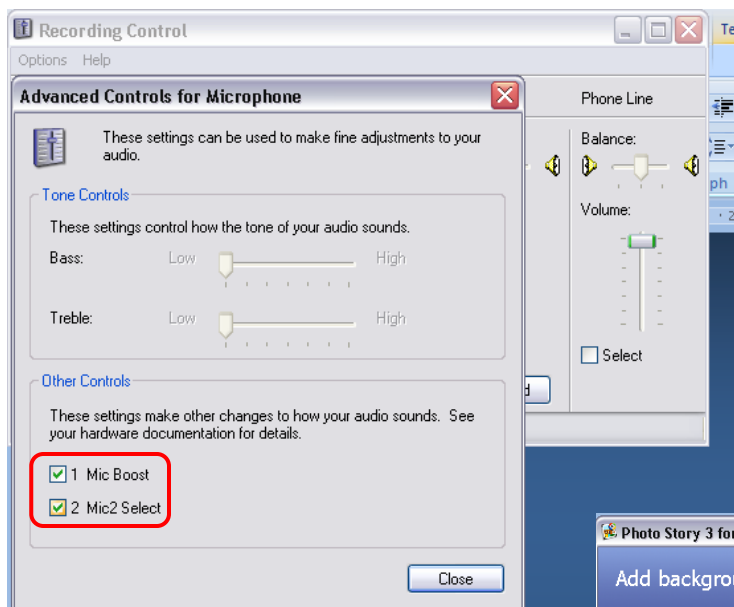


15. Select Recording



16. Select Advanced Controls in the Options menu.

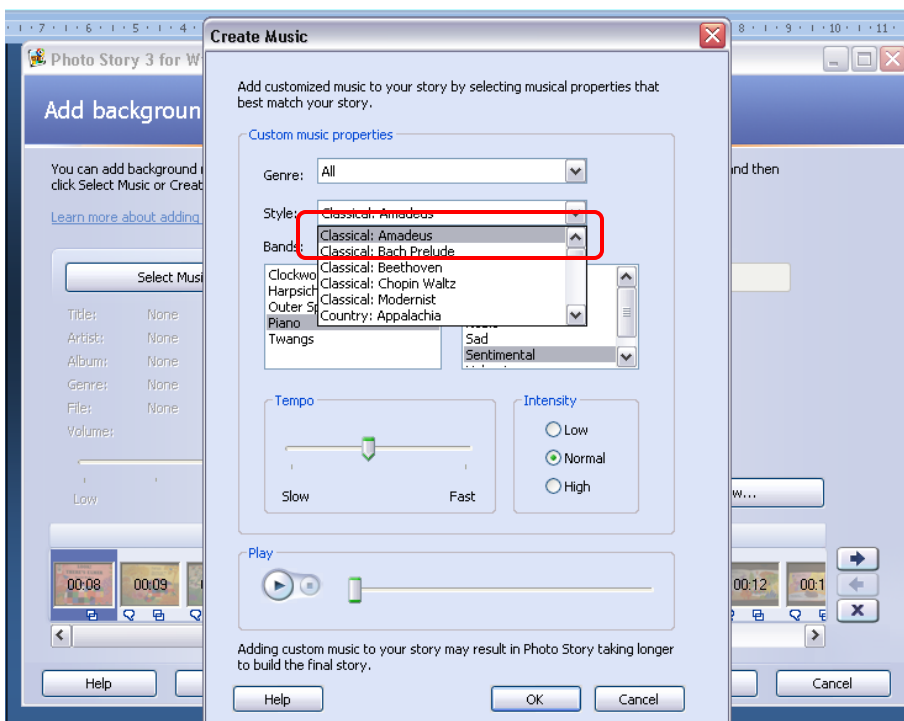
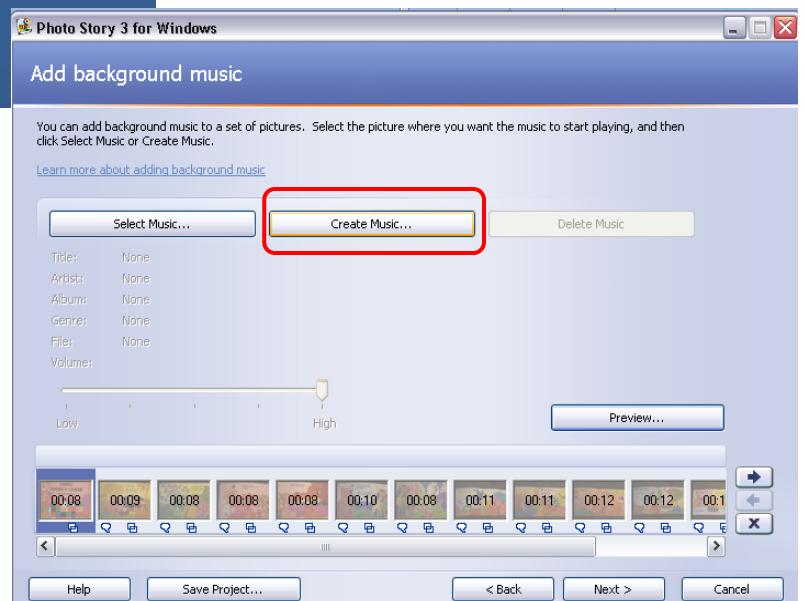




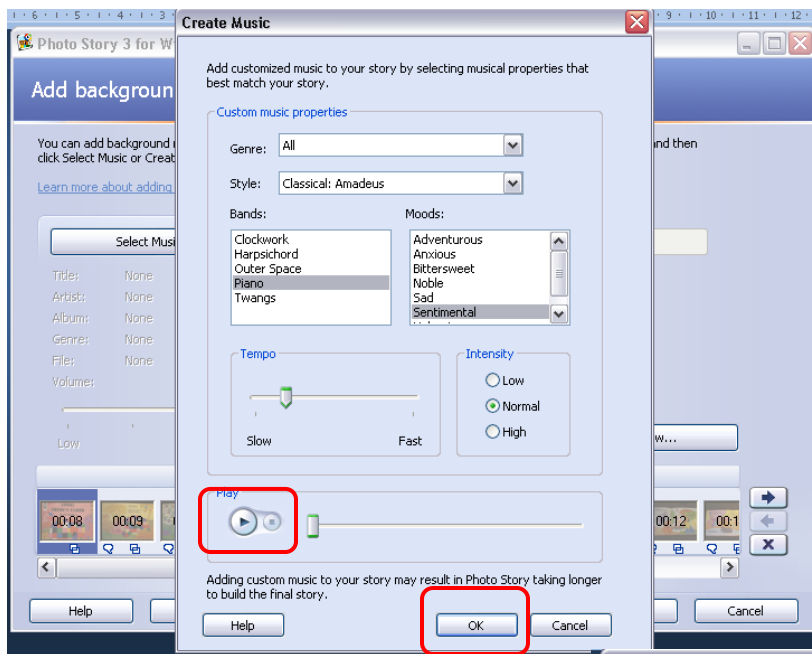
17. Make sure that both boxes are ticked.

18. After recording your voice, click on next to insert music.

19. Select the Create Music option.

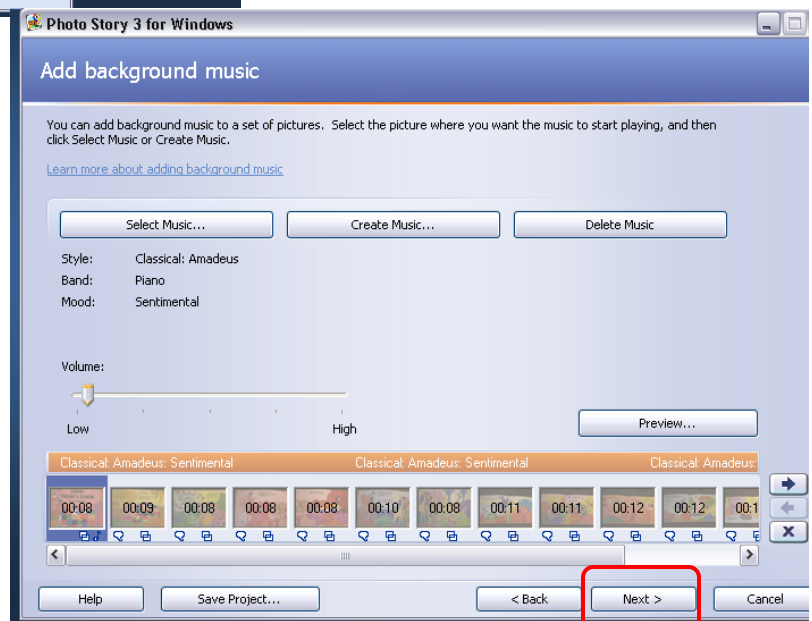


20. Select a style of music.



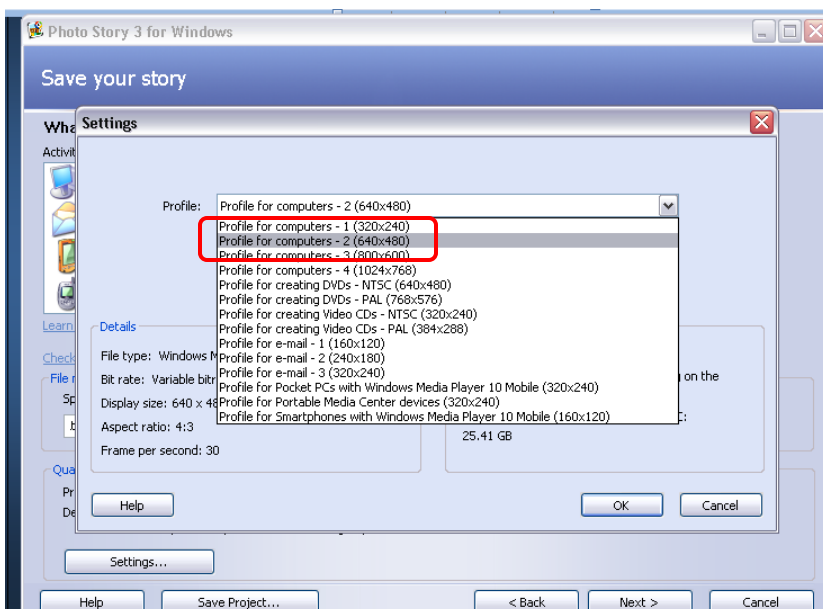
21. Press play to hear what you have selected. Use other options to slow down the music or change the style further. Once you are happy with it, click OK.

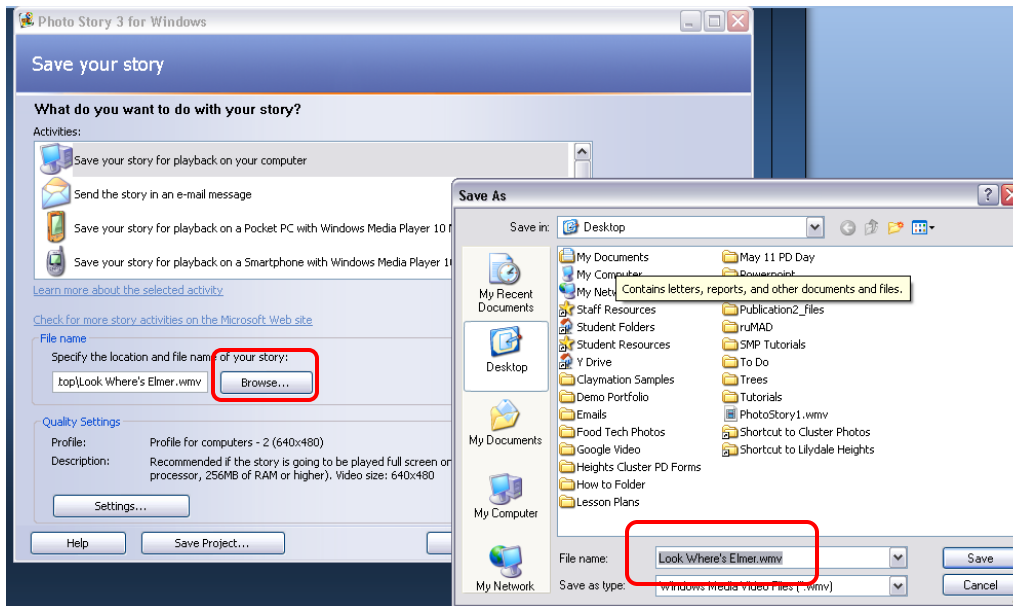
22. Change the volume settings so that you can still hear your voice during the story. Use the preview button to check this. Then click next.



23. (Do this stage once the project is completely finished)

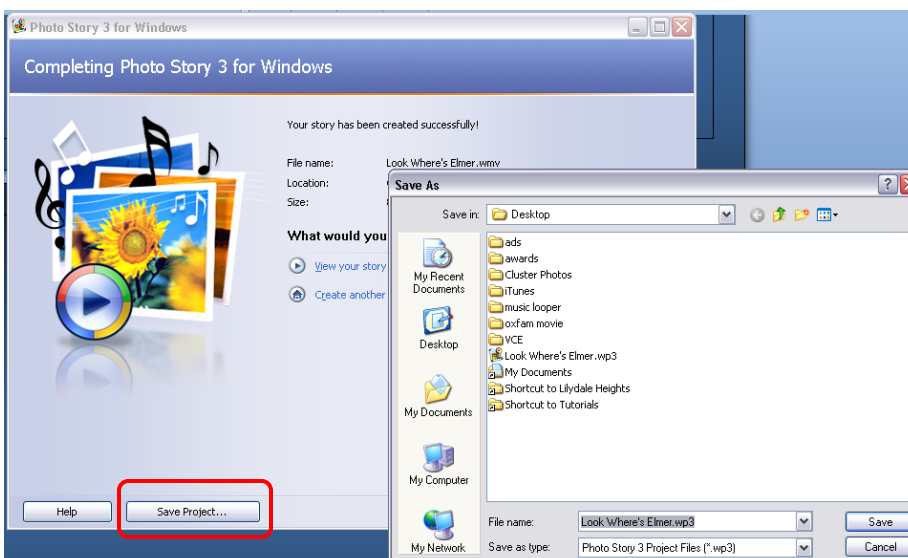
To save the project as a video file, select the profile. For example the one shown here should be fine for students work.



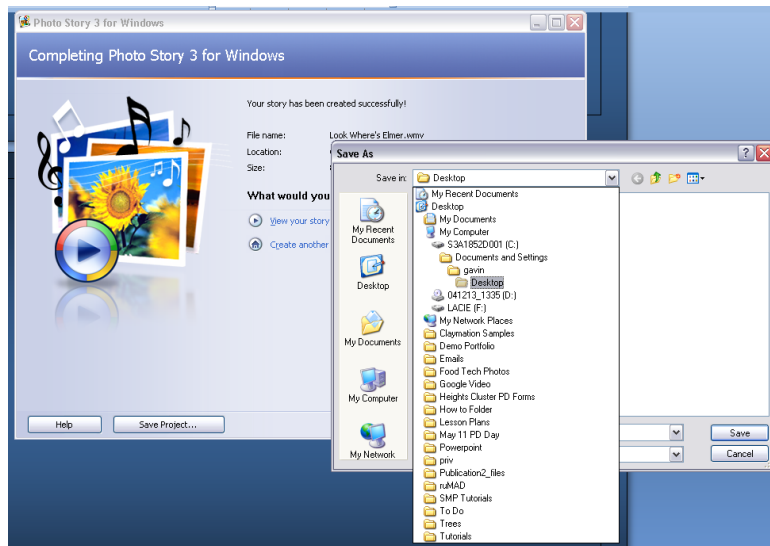


24. Select browse, write the name of your file, and choose where you are going to save it. Eg. Students folder on the schools server.

25. Press Save



26. It's important to save the actual project so you can make changes later. Press save project.



27. Select where you would like to save the project, and then name it.

28. Press save.